```
SlippyMap
 + width
+ height
+ zoom
+ latitude
+ longitude
- m offset
- m tilesRect

    m_emptyTile

- m tilePixmaps
- m manager
- m_url
+ SlippyMap()
+ invalidate()
+ render()
+ pan()
# tileRect()

    handleNetworkData()

download()
             m largeMap
             m_normalMap
       LightMaps
+ heure

    m normalMap

- m_largeMap
pressed

    snapped

pressPos

    dragPos

    tapTimer

    zoomed

zoomPixmap

    maskPixmap

invert
+ LightMaps()
+ setCenter()
+ afficheHeure()
+ toggleNightMode()
# activateZoom()
# resizeEvent()
# paintEvent()
# timerEvent()
# mousePressEvent()
# mouseMoveEvent()
# mouseReleaseEvent()
# keyPressEvent()
updateMap()
```